

FIG. 1

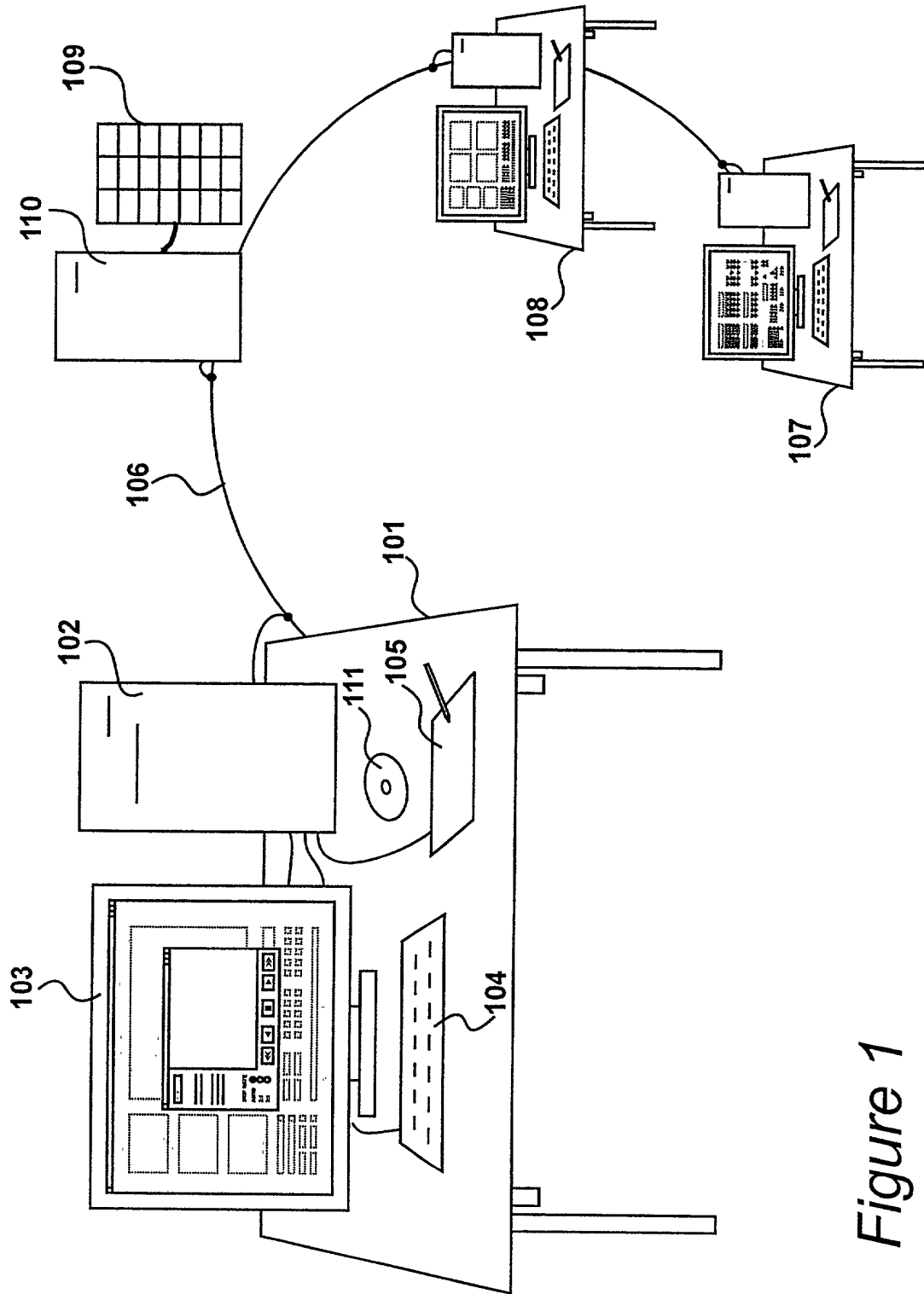
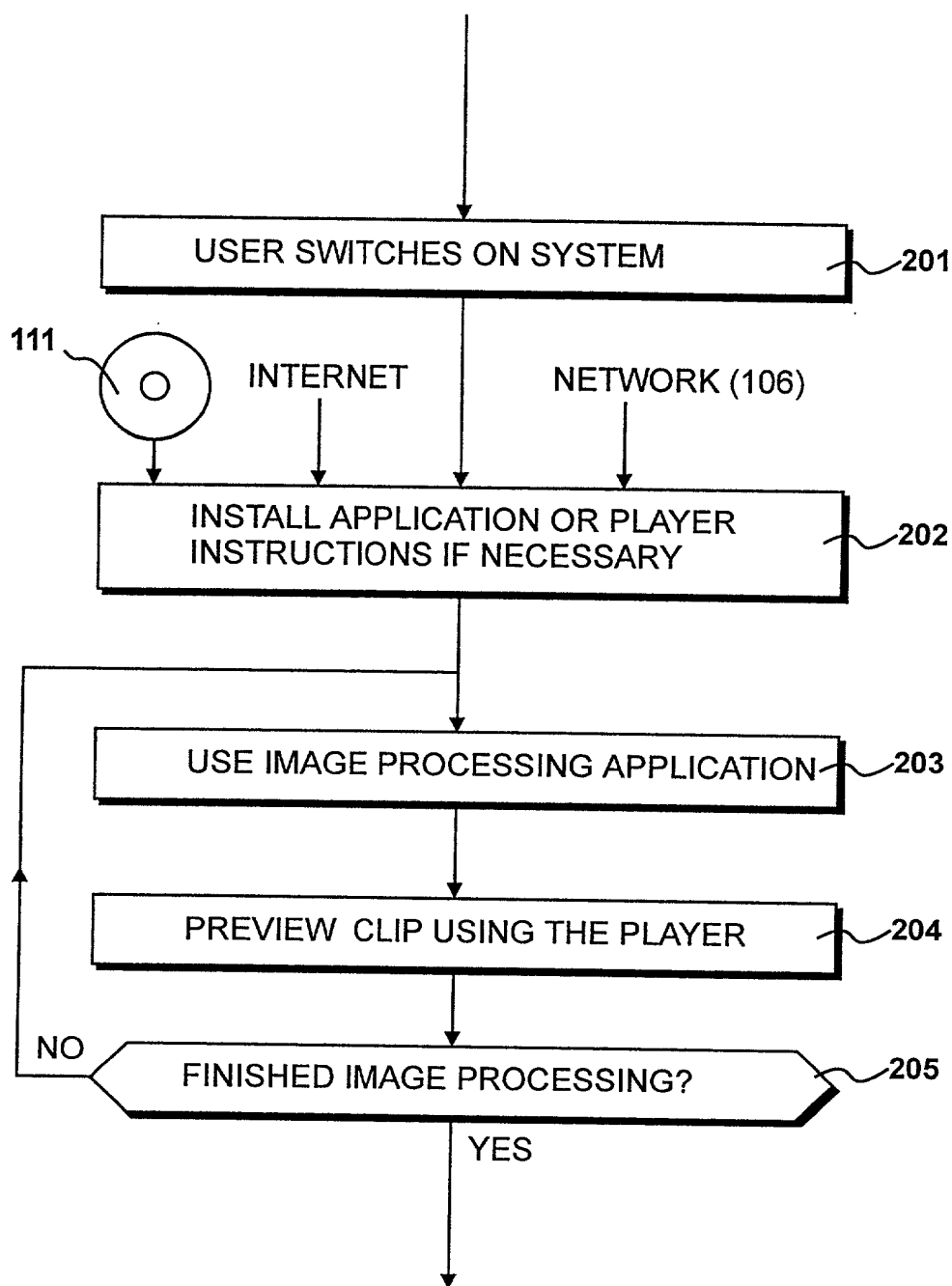


Figure 1

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*Figure 2*

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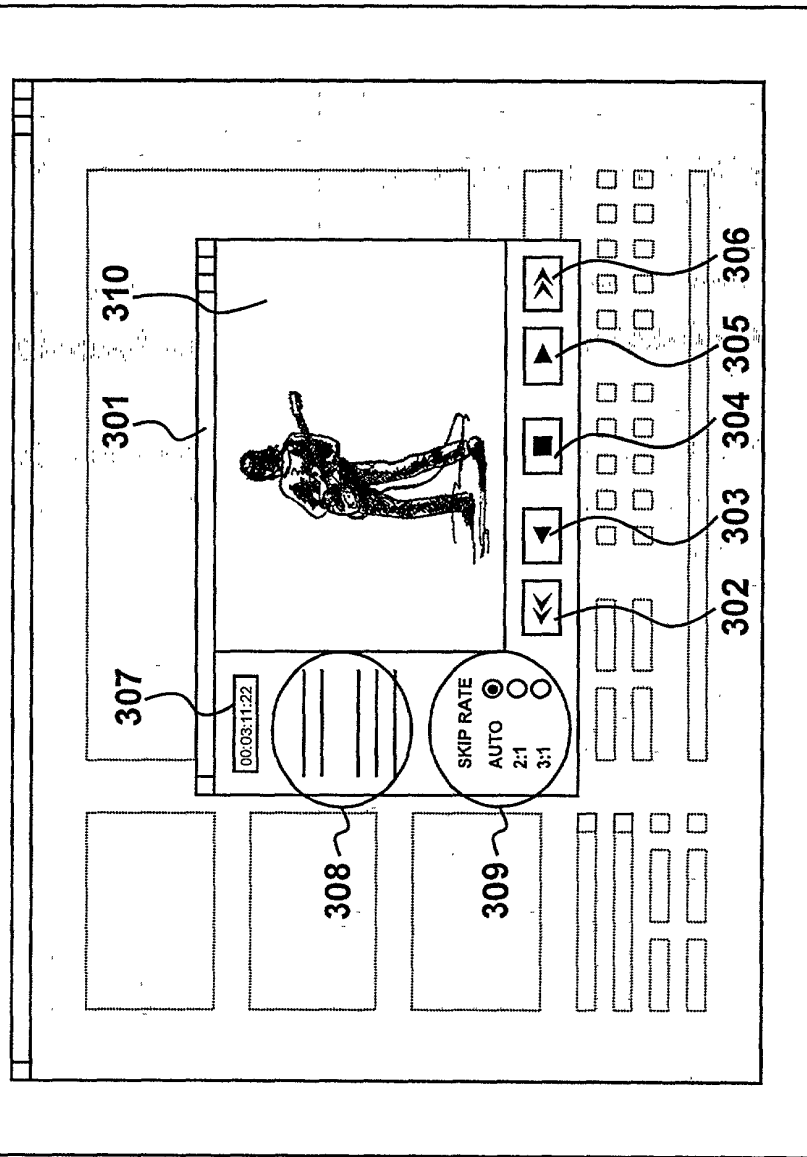


Figure 3

FIG. 3

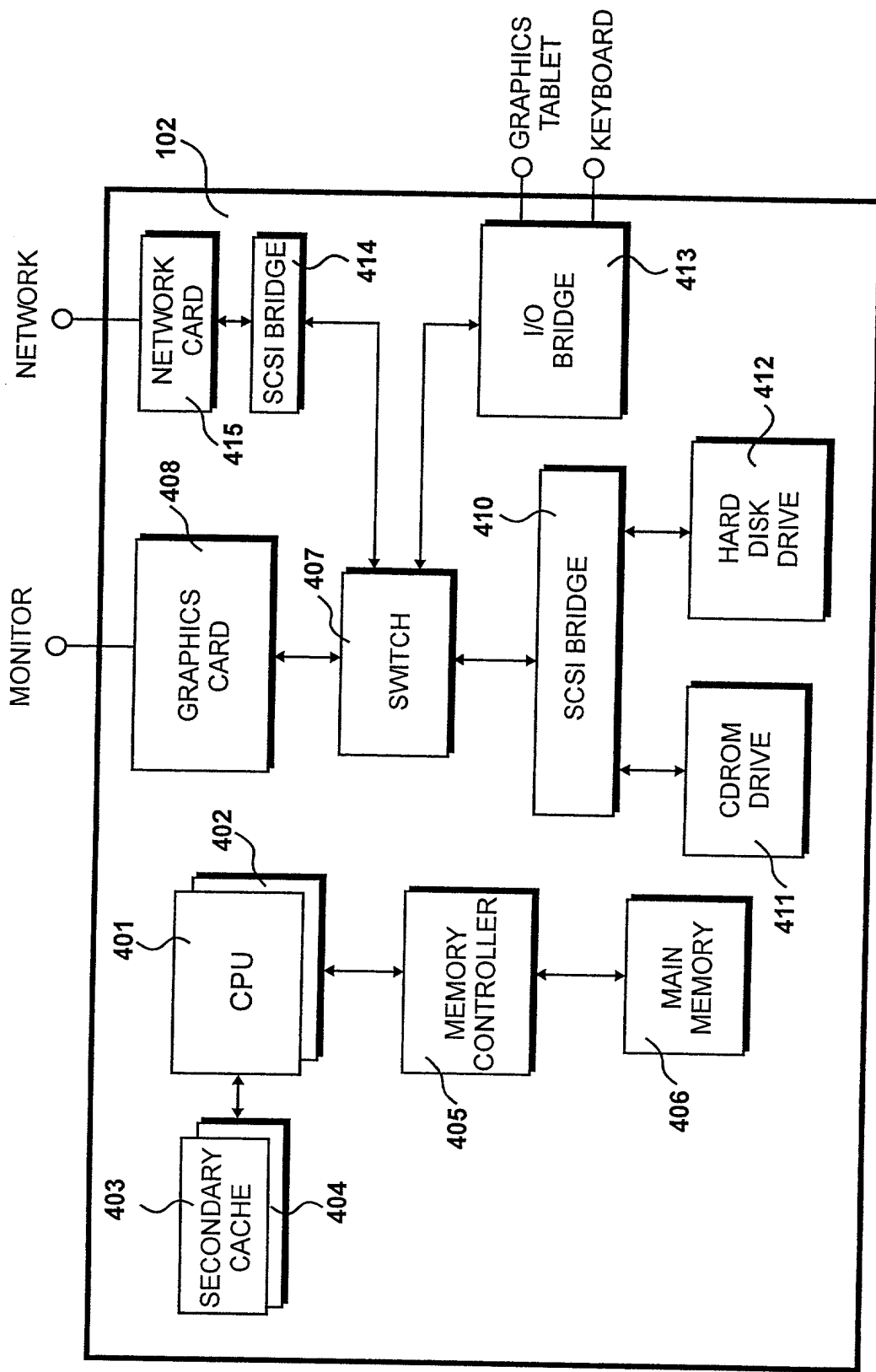
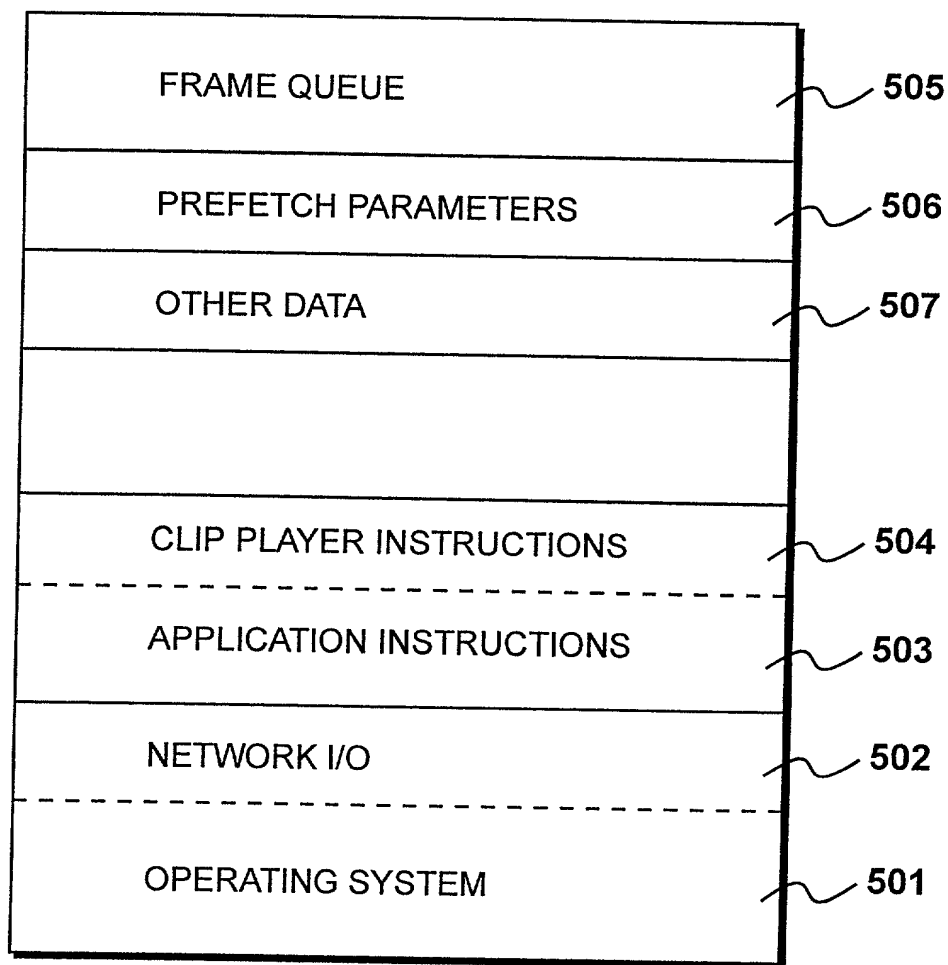


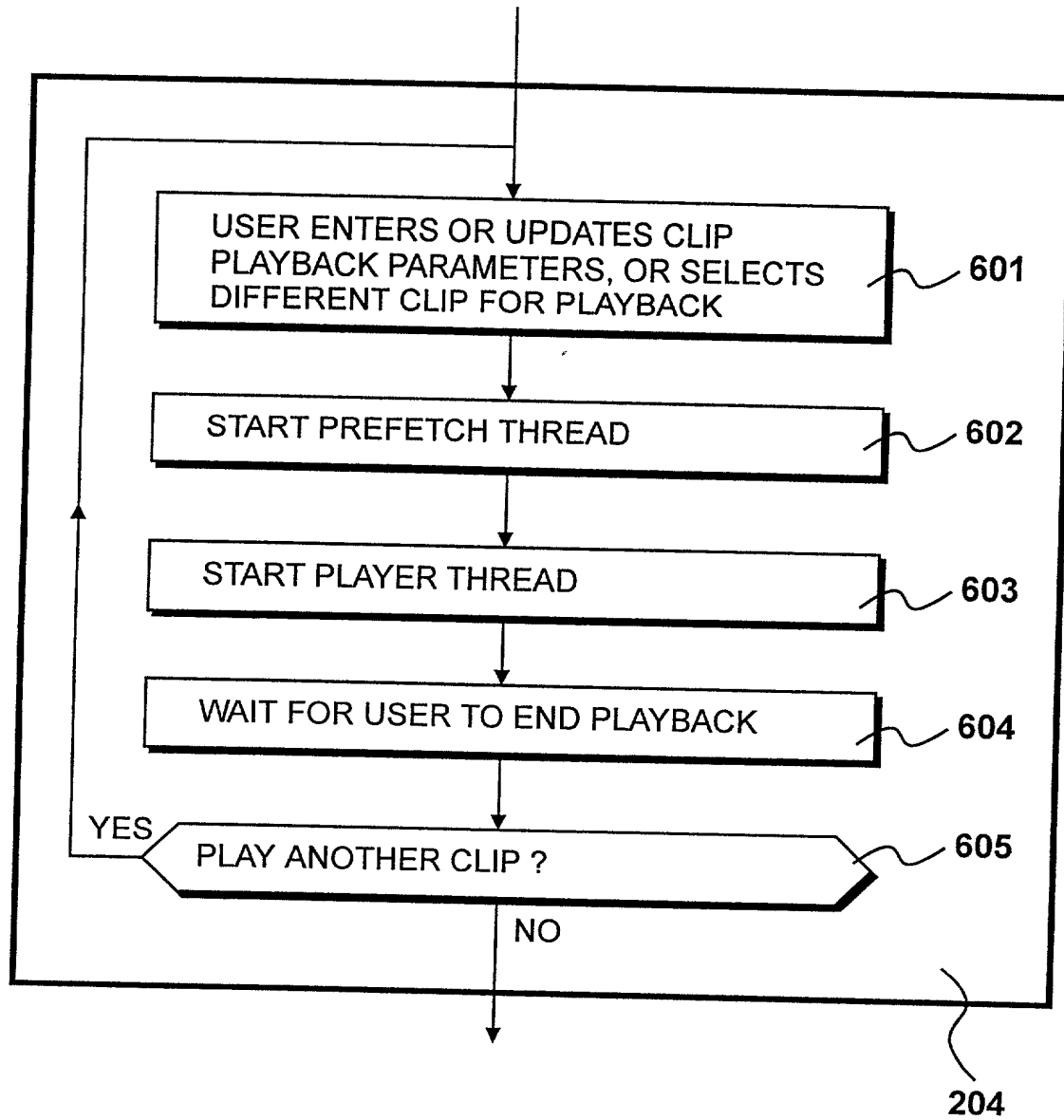
Figure 4

FIG. 4 is a block diagram of a computer system.

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406*Figure 5*

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*Figure 6*

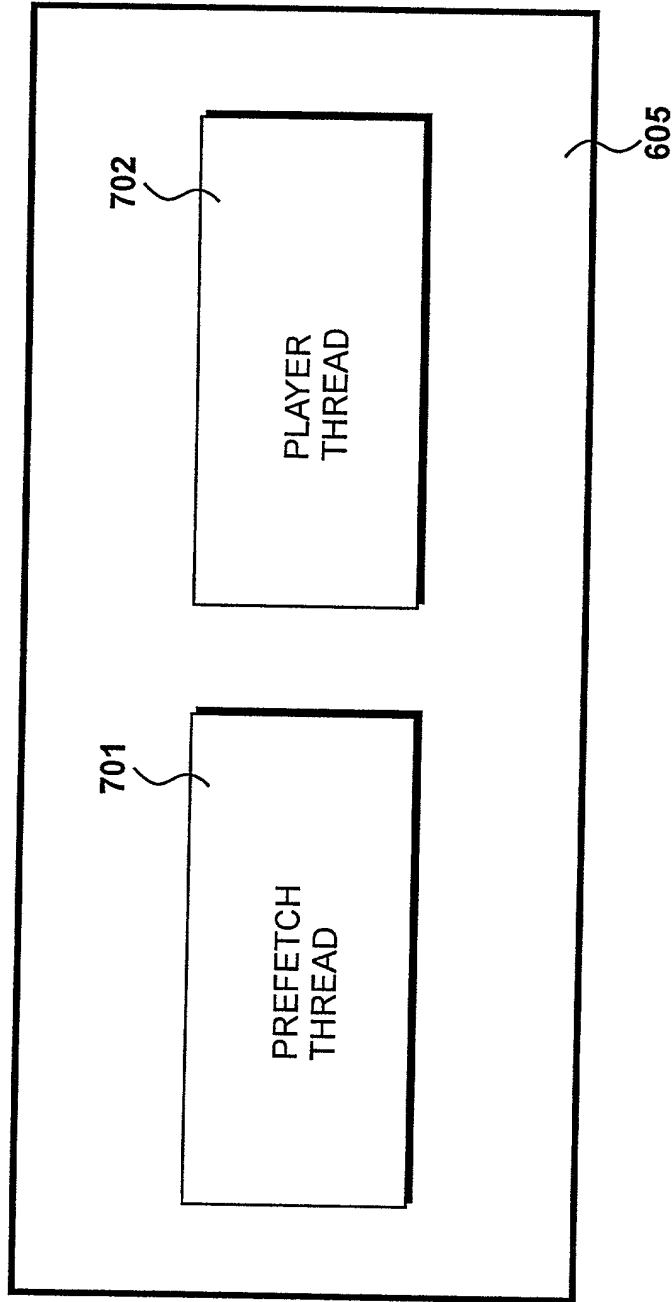
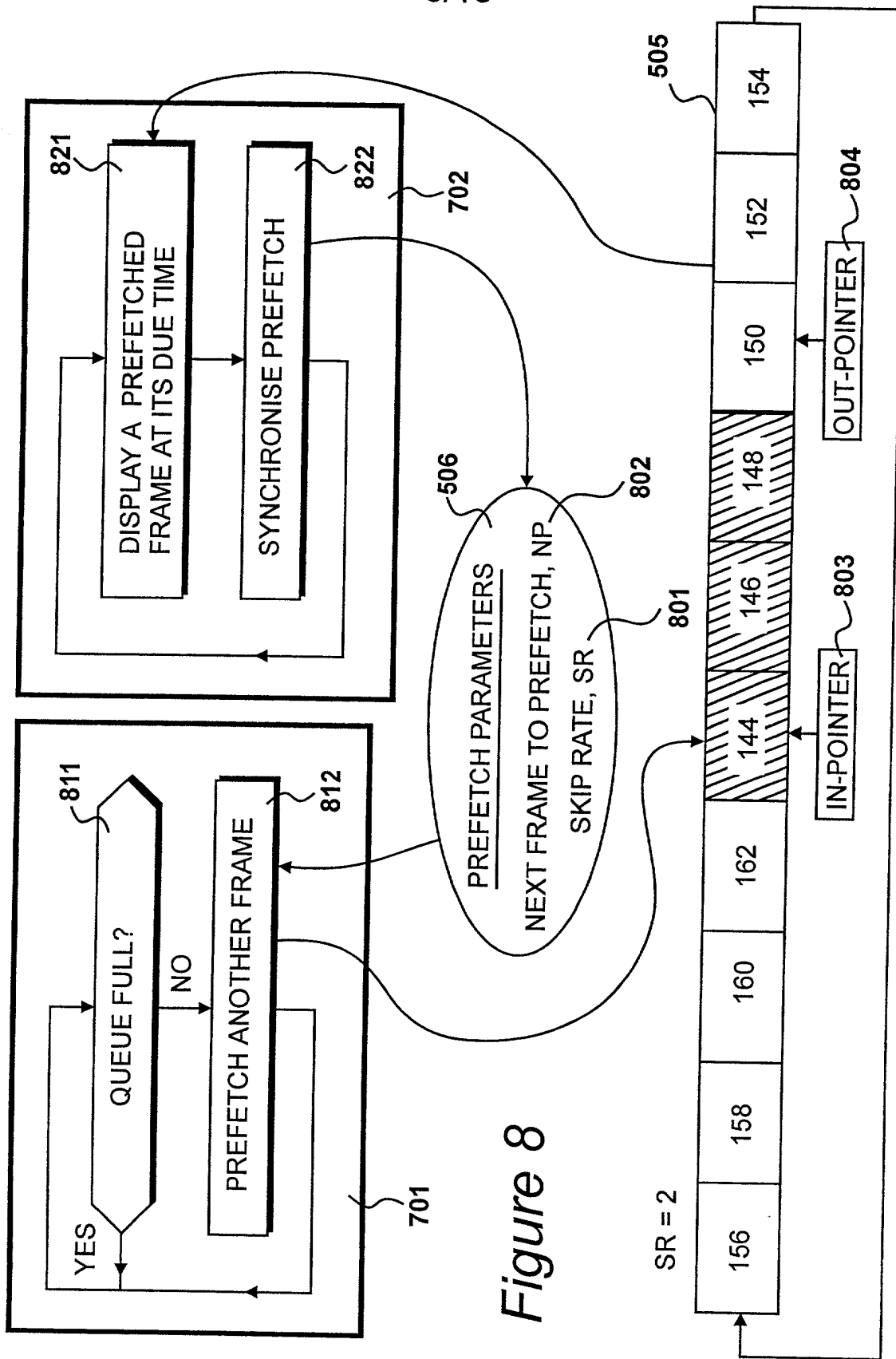
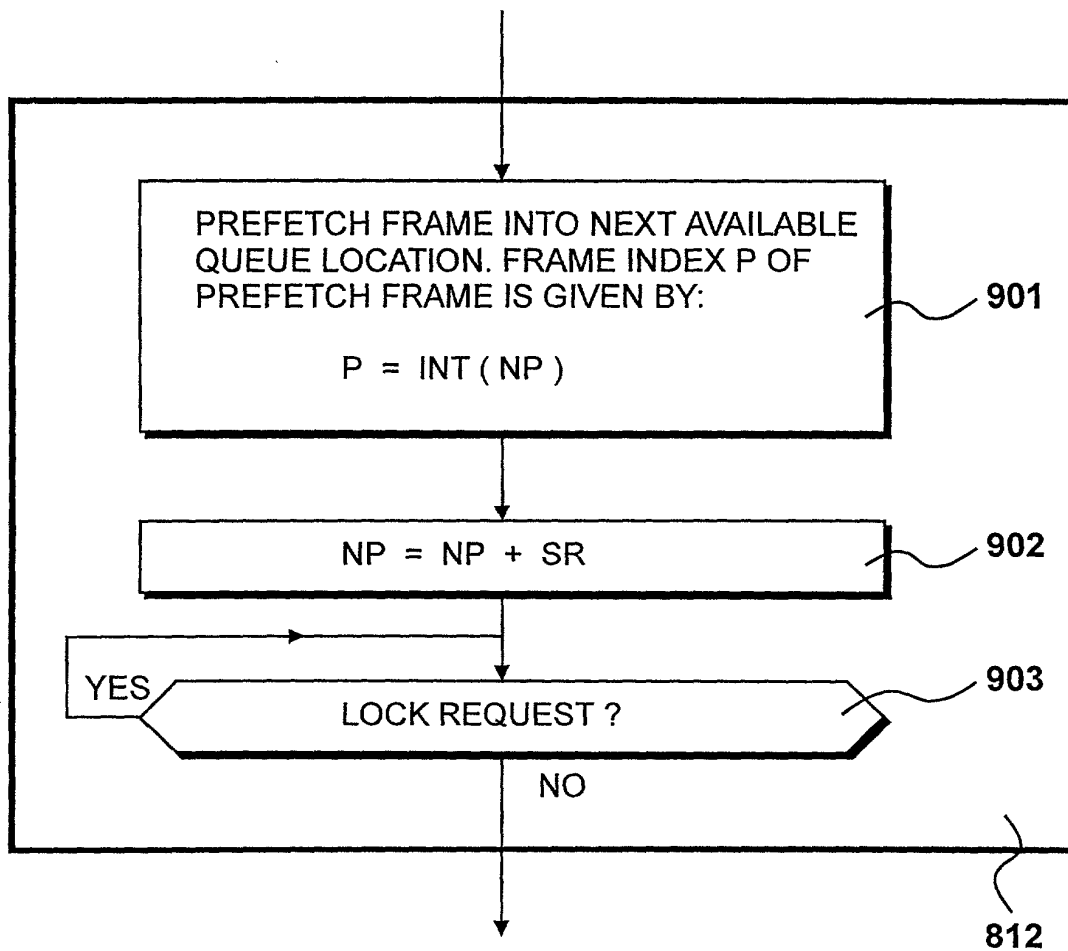


Figure 7

Patent 9,999,999

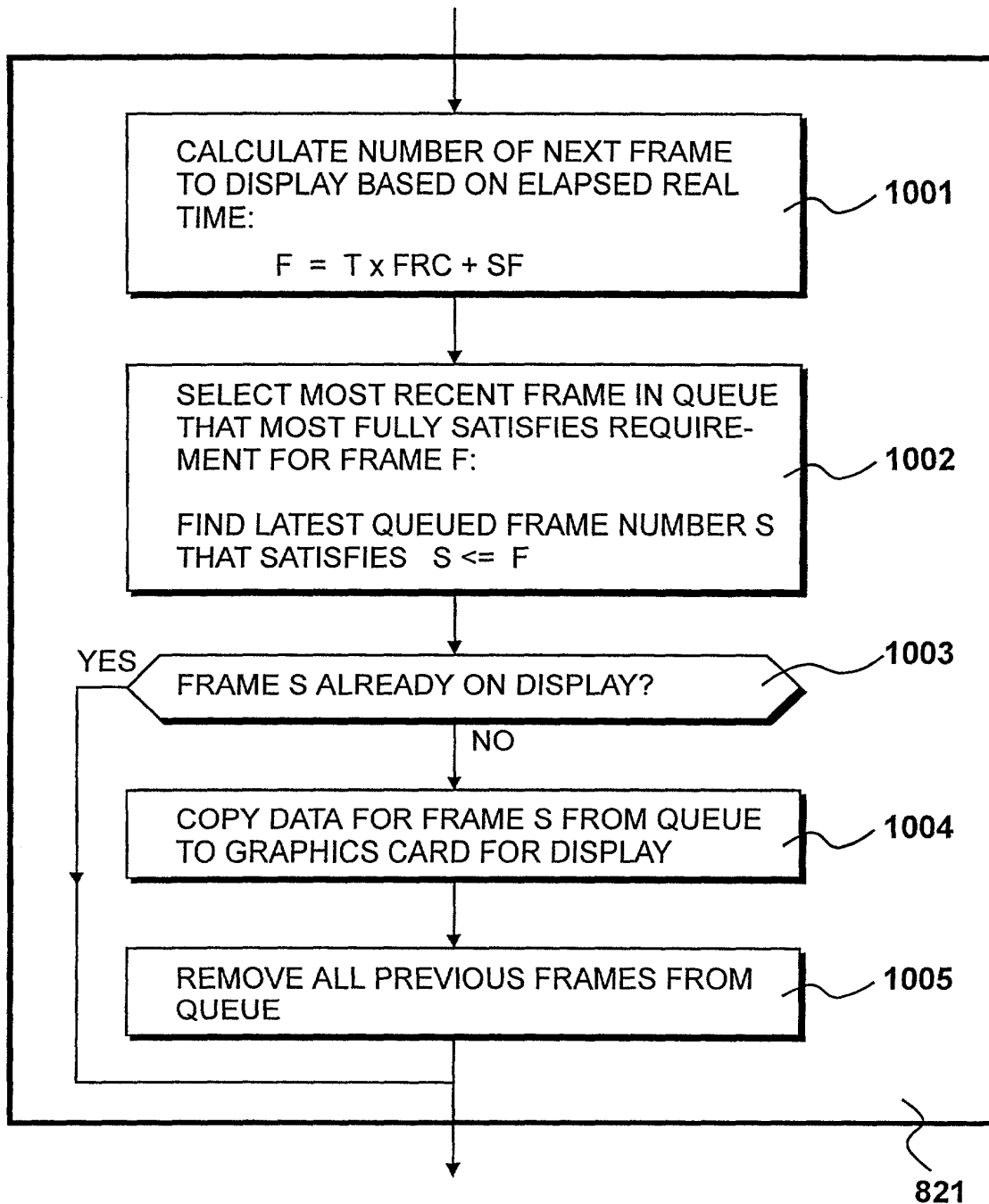


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*Figure 9*

P = Integer index of next frame to prefetch
NP = Non-integer index of next frame to prefetch
SR = Skip rate

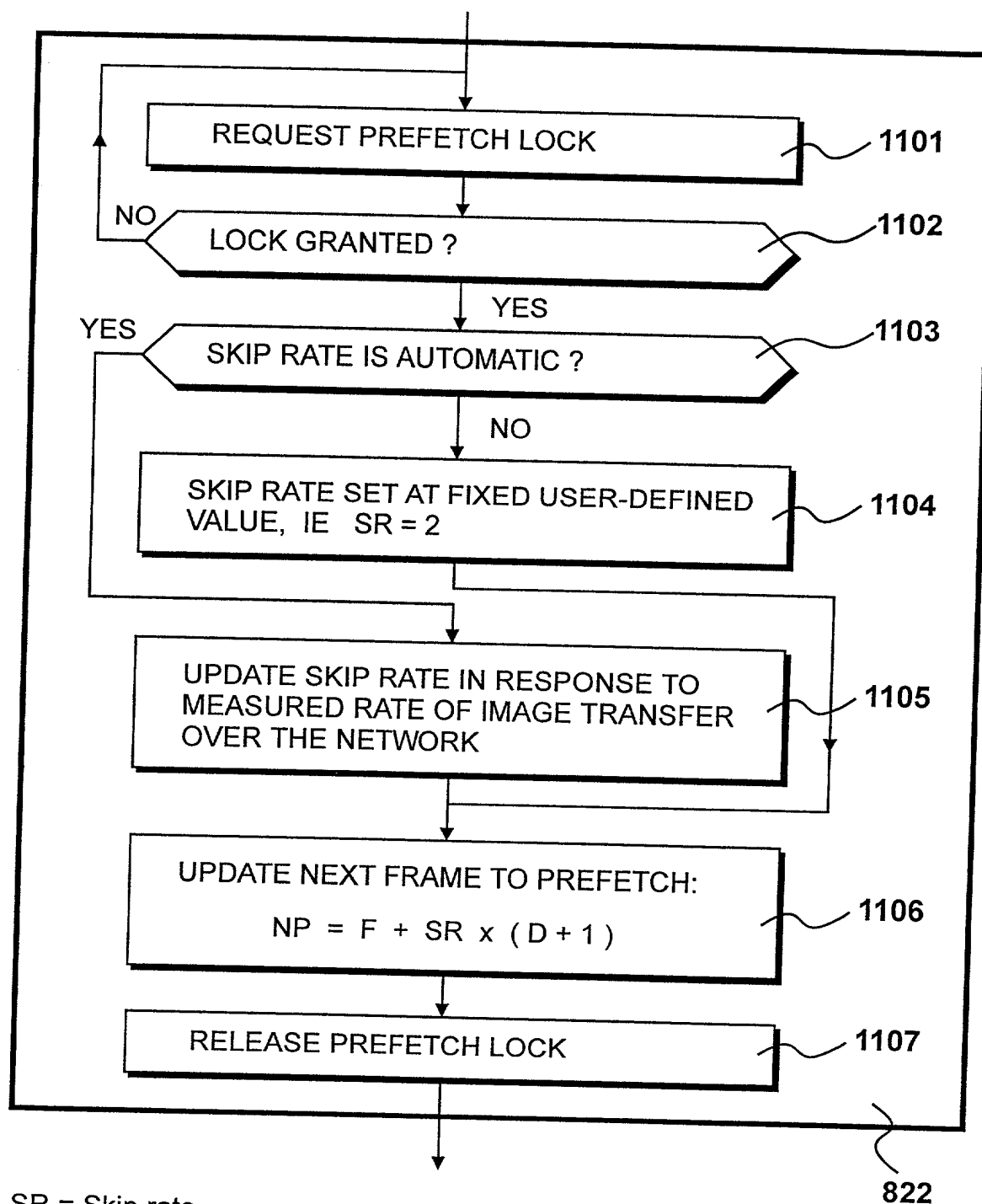
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F = Current playback frame number
 T = Elapsed real time since clip started playing
 FRC = Frame rate for clip
 SF = Start frame from which playback commenced
 S = Frame selected for display to most fully satisfy requirement for frame F

Figure 10

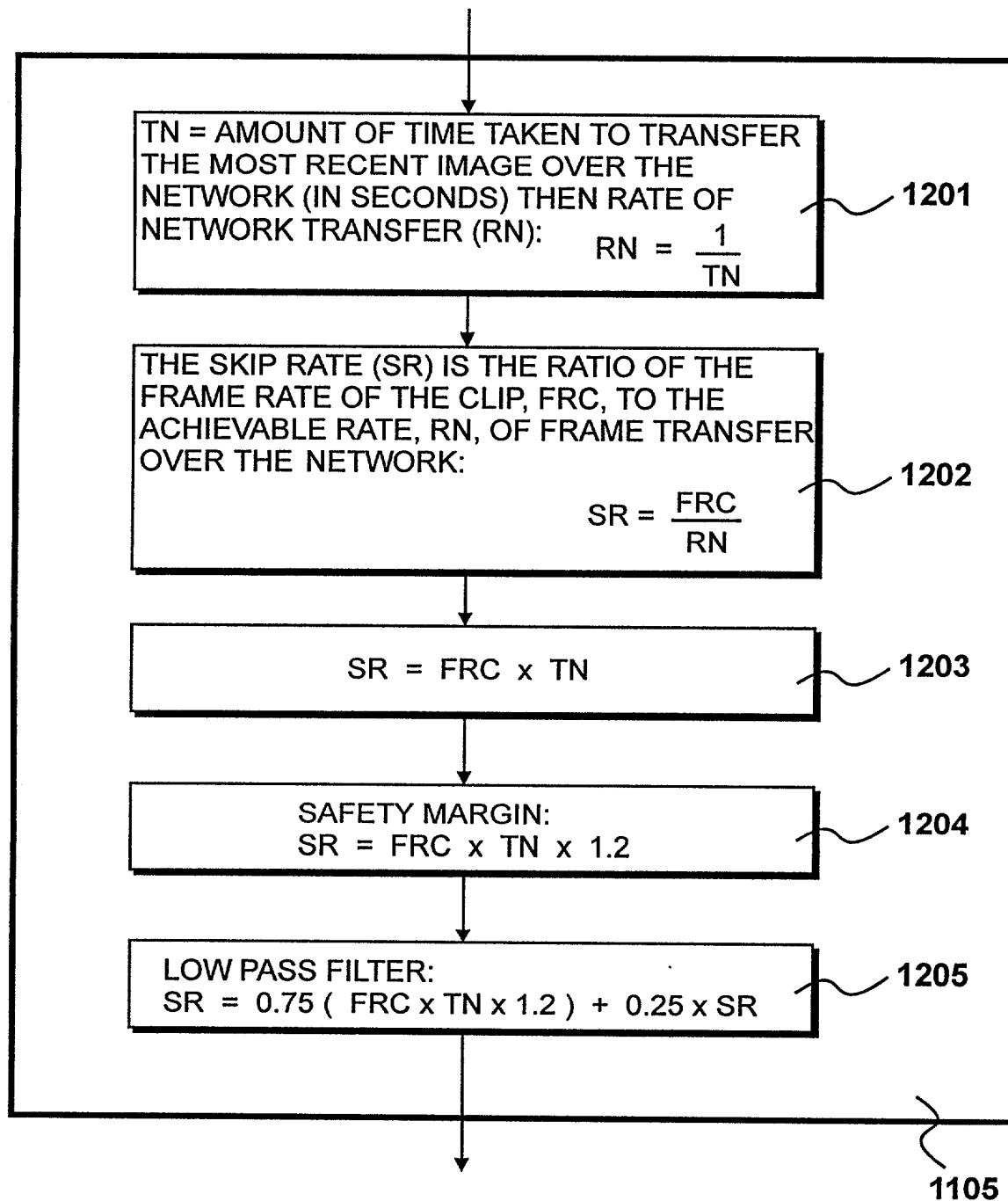
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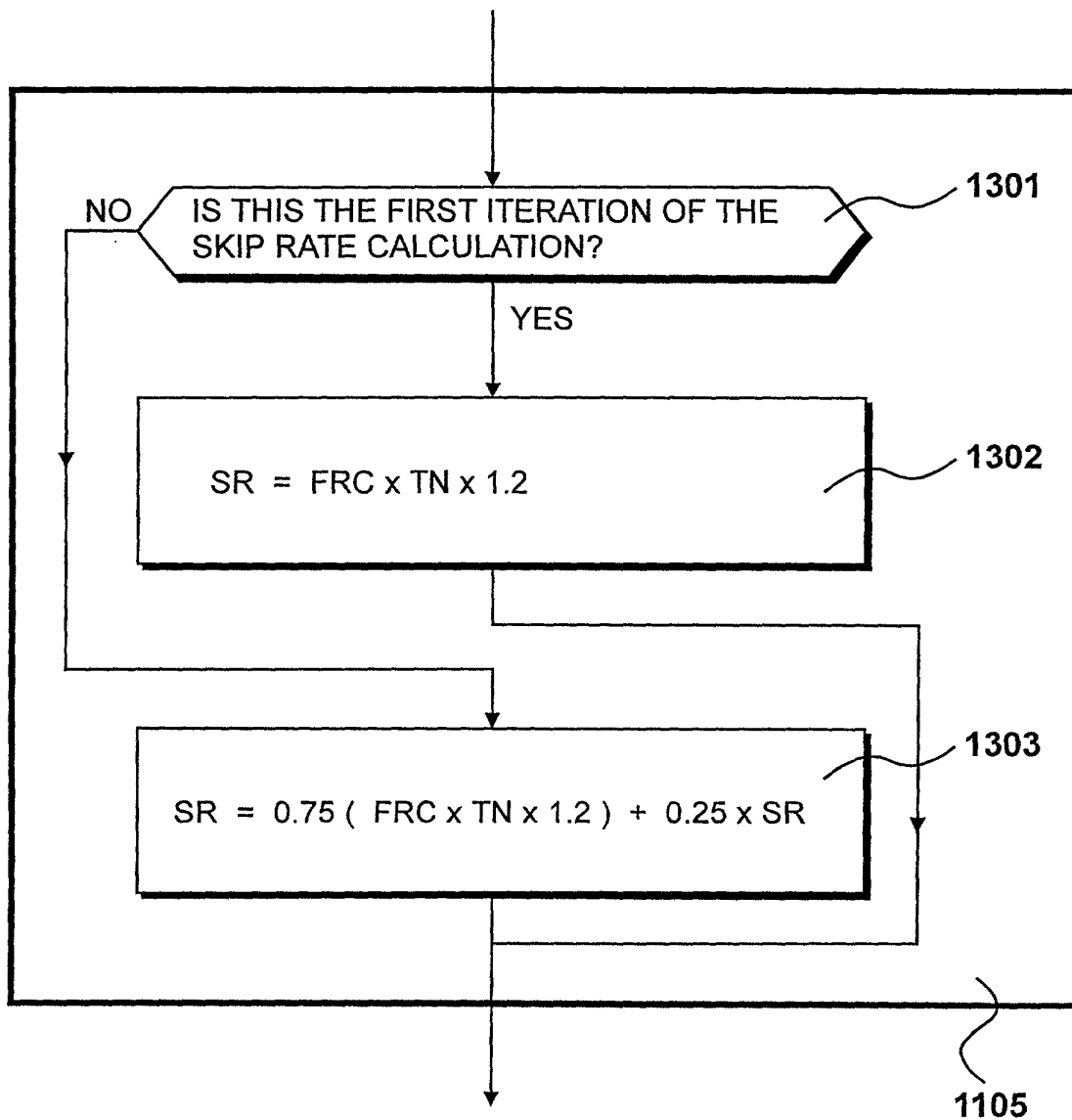
SR = Skip rate
 NP = Next prefetch frame number
 F = Current playback frame number
 D = Number of unread frames in queue

Figure 11

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*Figure 12*

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*Figure 13*

SR = Skip rate

FRC = Clip frame rate

TN = Time to transfer most recent frame over the network